

The Conceptual Modeling Approach in the Surface-water Modeling System Grid independent representation

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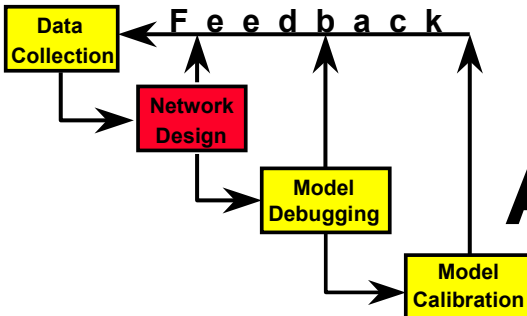


What is a Conceptual Model?

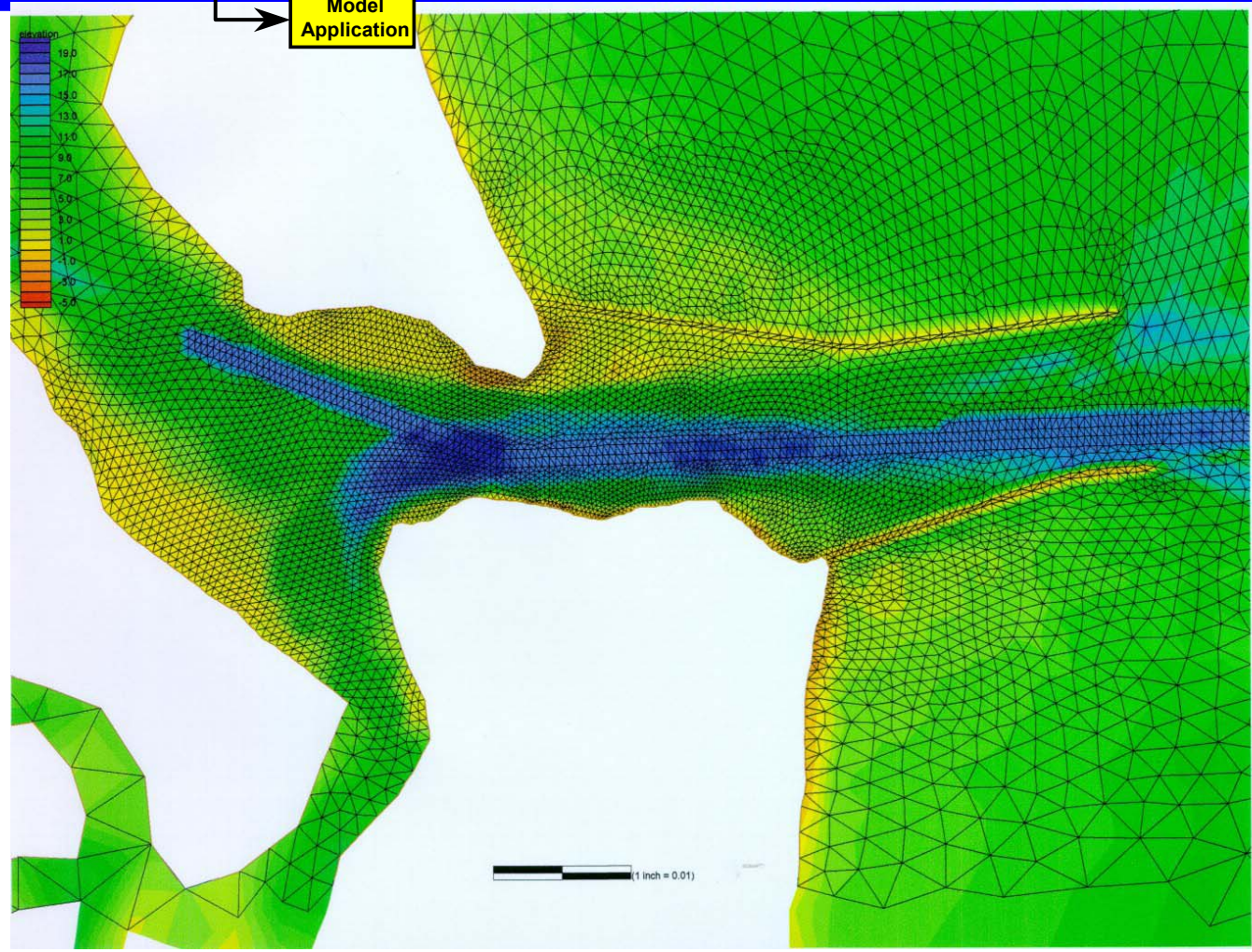


- Grid independent representation of the conditions to be modeled
 - Extent of region to be modeled
 - Attributes of features in the area
- Basis of automatic grid generation



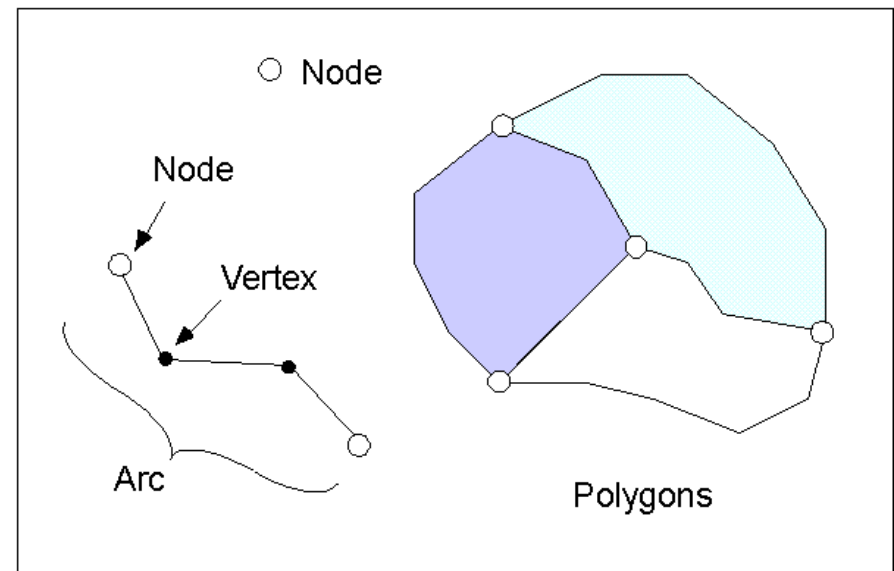


Automatic Grid Generation



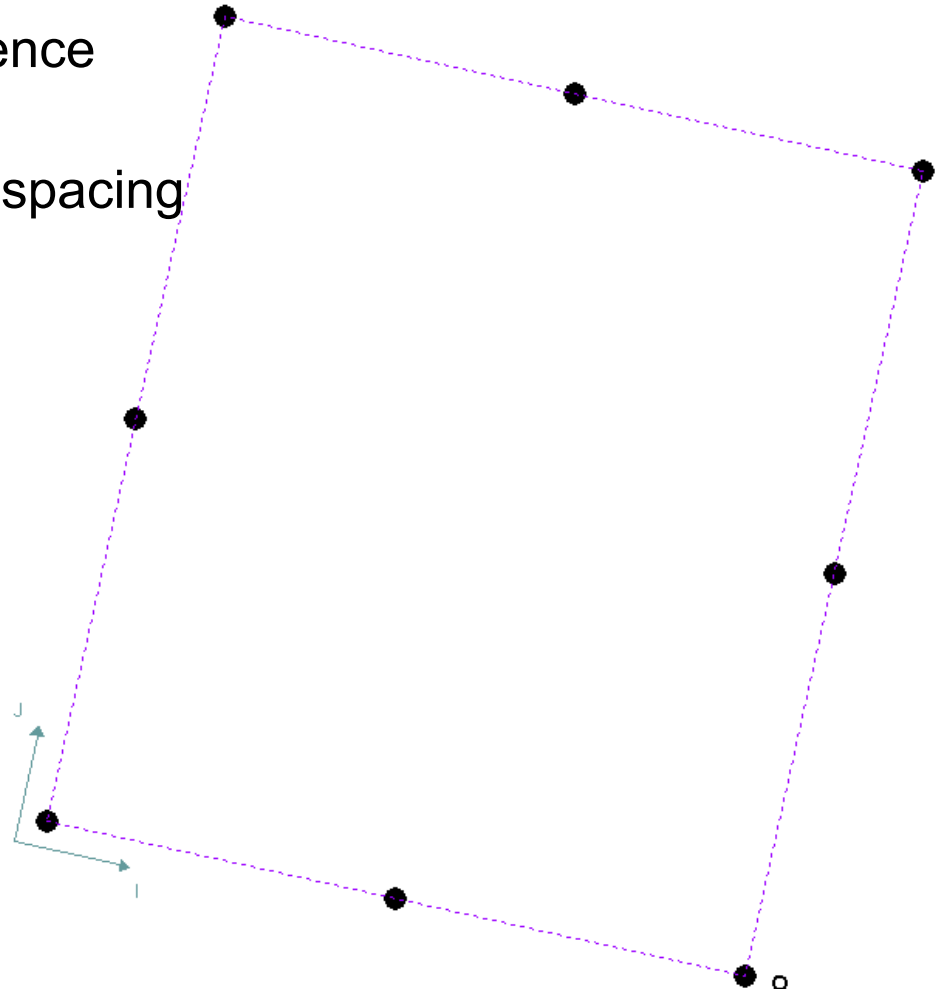
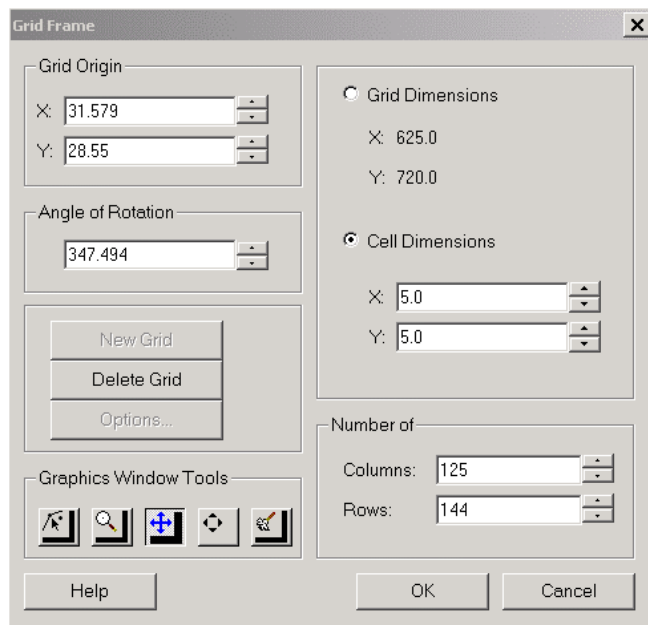
Conceptual Modeling

- GIS Objects Define the Model Domain
- Nodes are Connected to Create Arcs
- Arcs are Connected to Create Polygons
- Important Features are Located
- “Feature Objects”



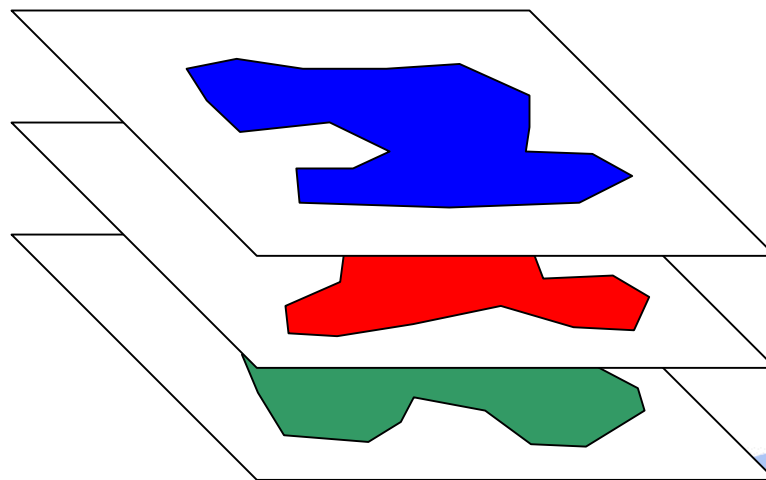
Grid Frames

- Used for creation of Finite Difference Grids
- Feature Points used to alter grid spacing
 - Supported in M2D



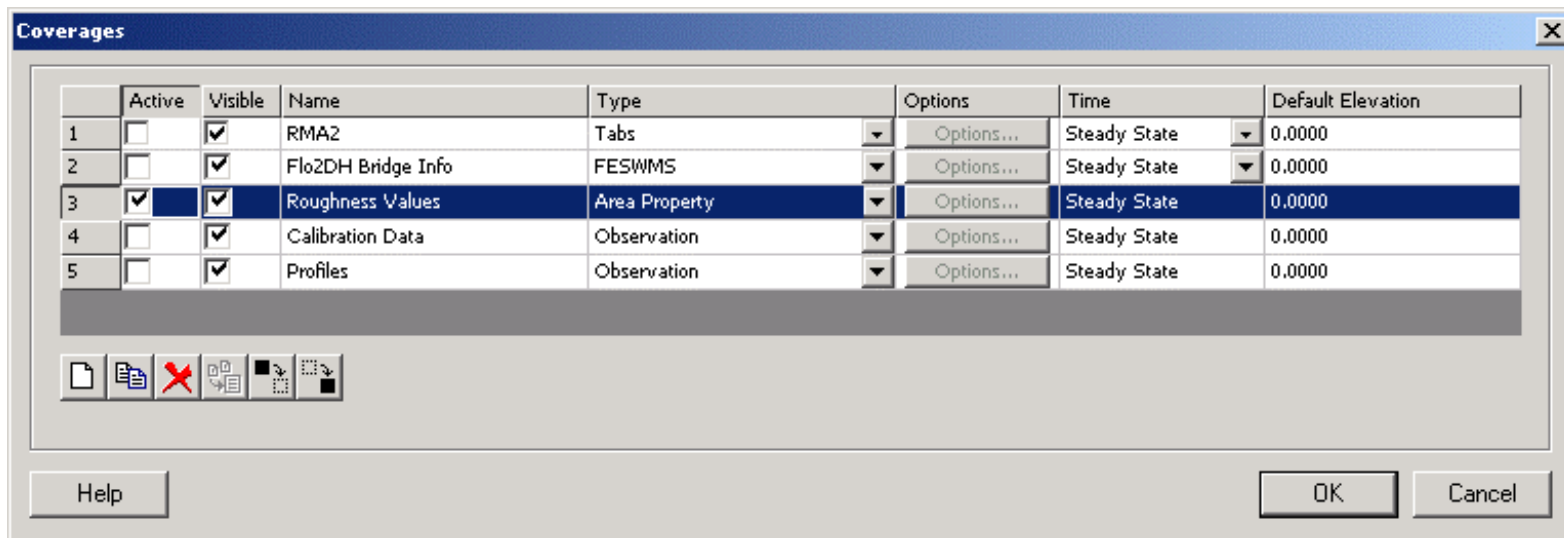
Coverages

- GIS Layers
- Each coverage contains points, lines, and polygons

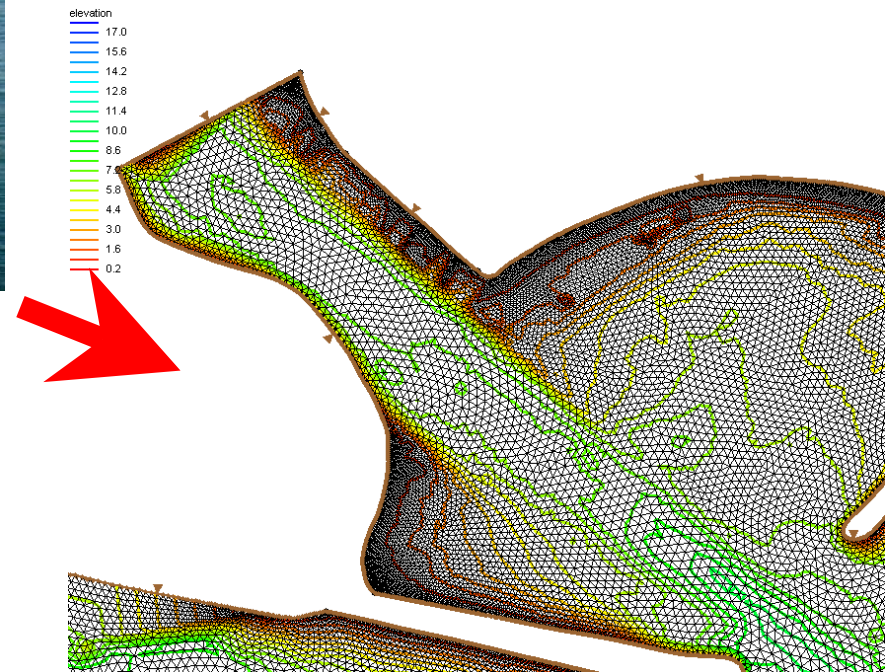


Coverages

- Feature Objects are Divided into Coverages (Like Layers)
- Coverage Type Determines how Feature Objects are Used
- Coverages for Each Numerical Model
 - (ADCIRC, STWAVE, M2D, CGWAVE)

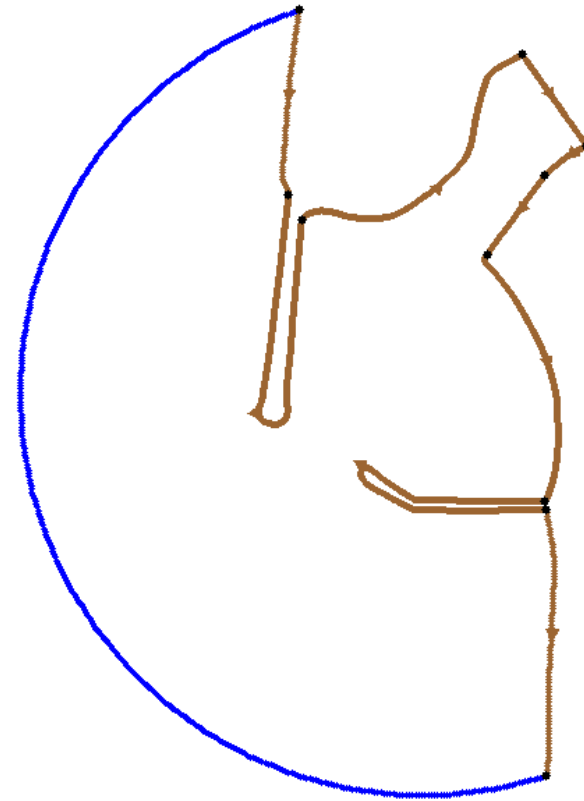
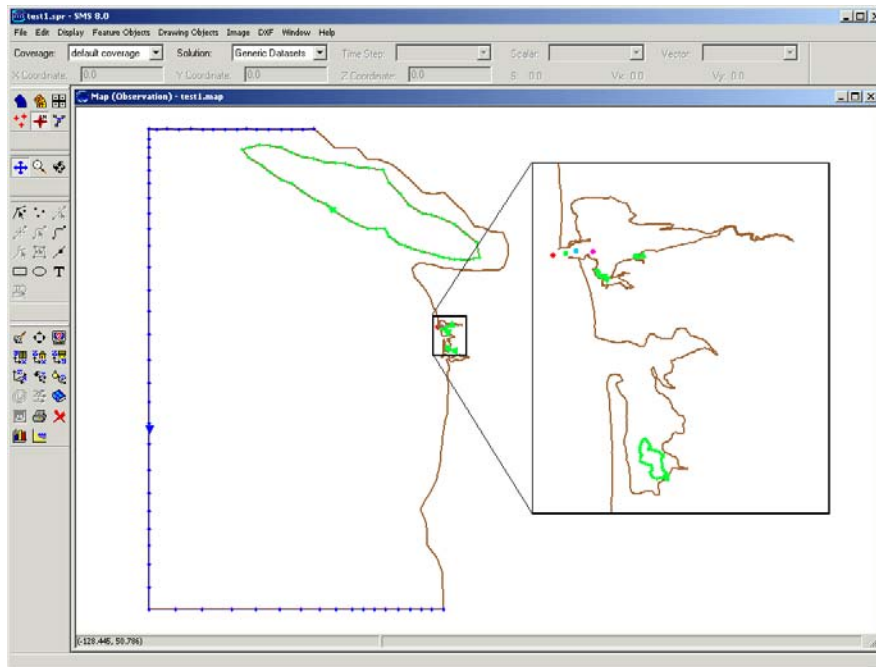


Using a Conceptual Model for Network Development



Geometry-Solution Domain

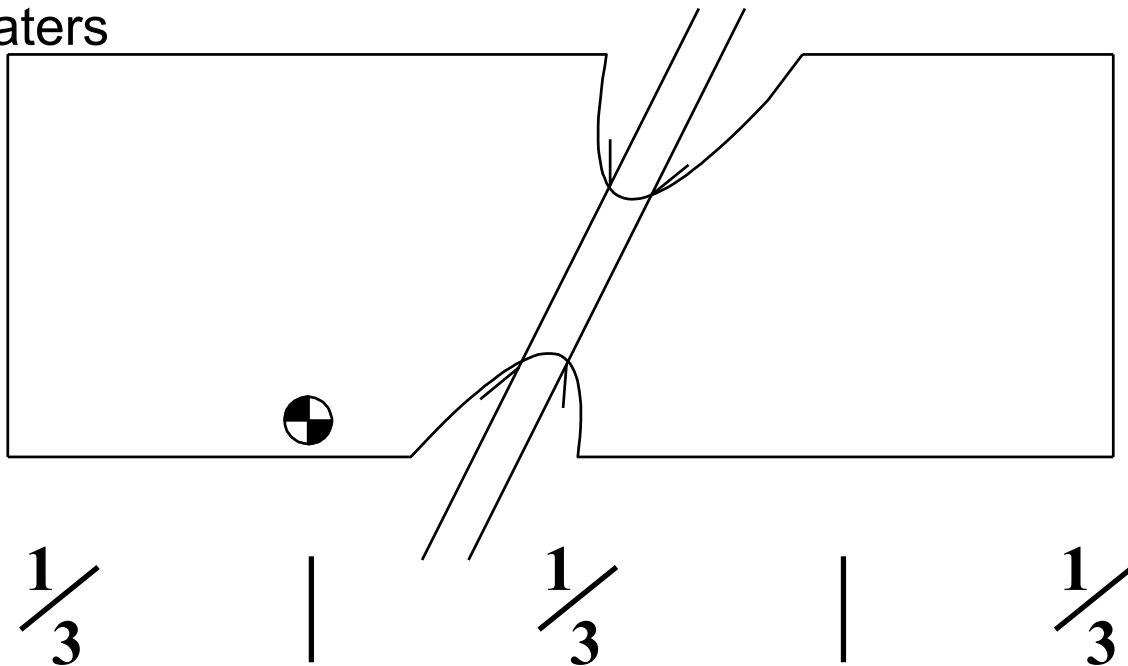
- Define Model Area
- Higher Detail in Areas of Interest



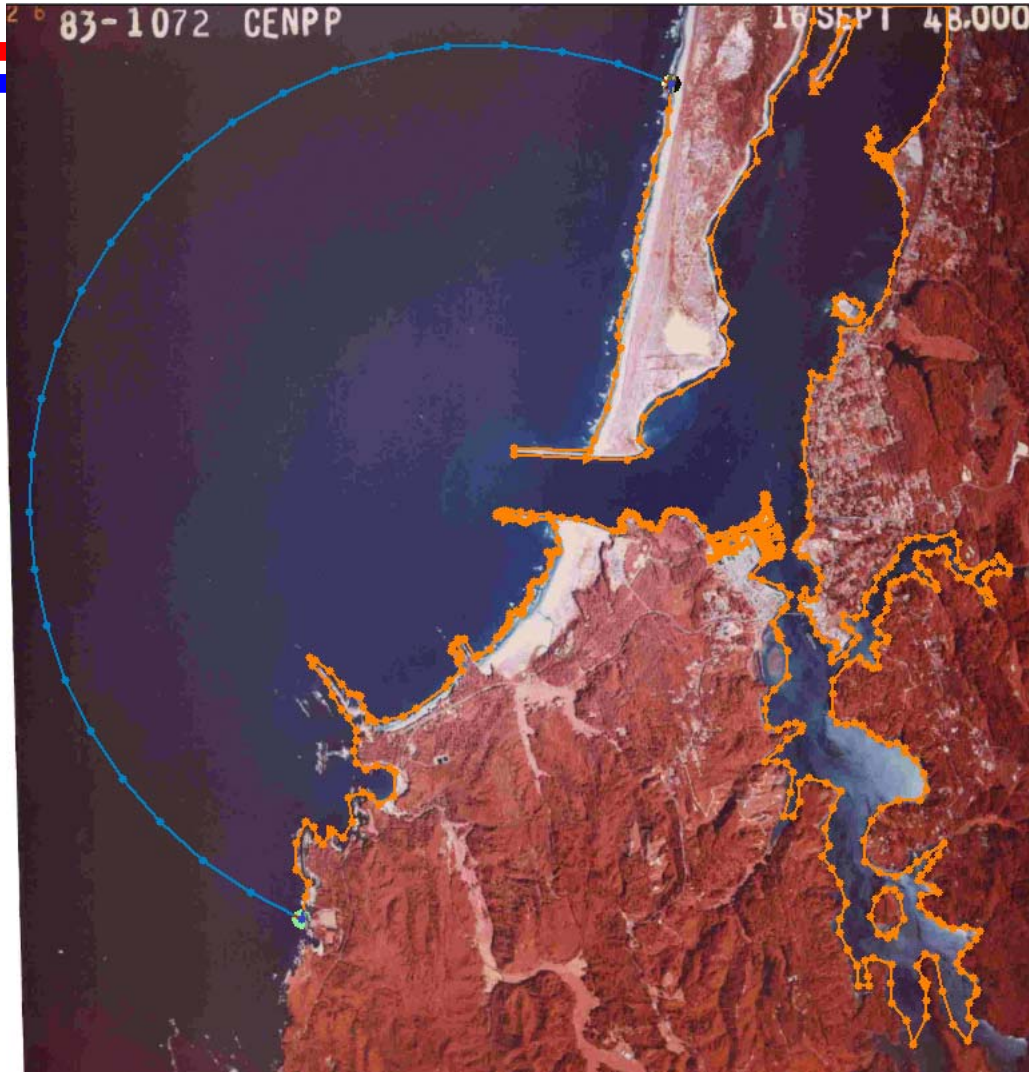
Critical Areas of Interest



- Should be in center of domain Away from model boundaries
- Includes areas of complex action
 - Inlets – tidal flows
 - Harbors – wave reflection and refraction
 - Breakwaters

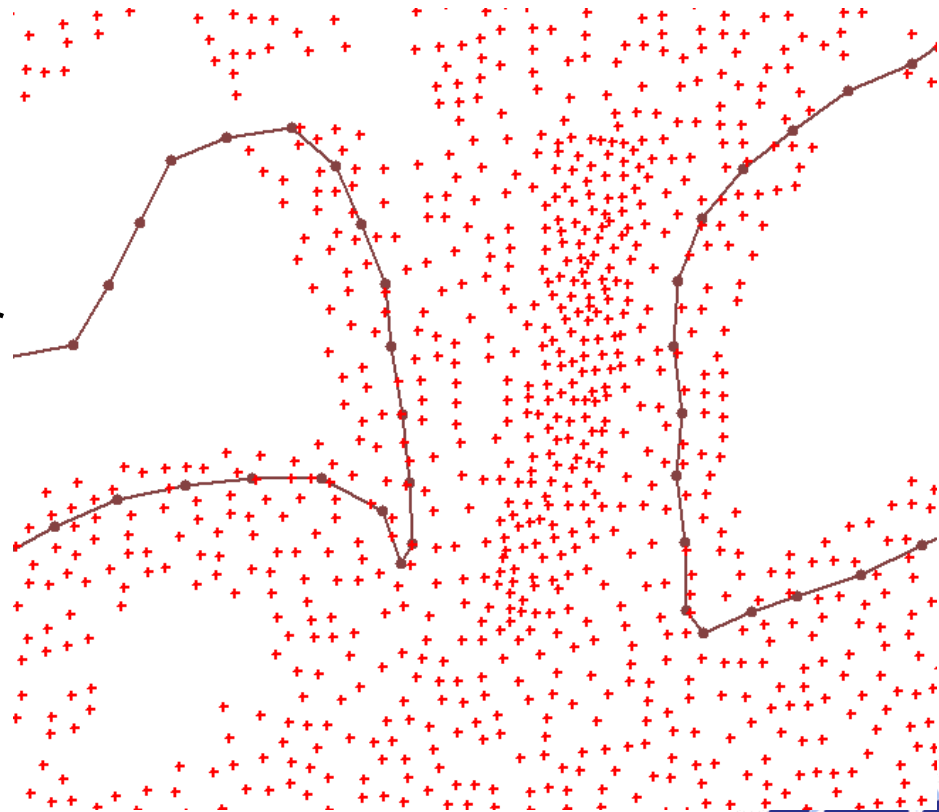


GIS Objects on Background Image



Feature Generation

- Points
 - Import from spread sheet
- Arcs
 - Read in Coastline File
 - Create arc along a contour at specified depth (0.0)
 - Convert DXF polyline
 - Convert existing grid features
- Polygons
 - Polygon file



Conceptual Modeling Procedure



- Combine Site Map Data – Lesson 2
- Read in externally defined features
 - Coastlines
 - Polygons
 - Point files
- Interactively define other required features
 - Ocean boundary
 - Internal details
- Build Polygons
- Clean
- Assign Attributes



Arc Attributes

- Element density based on vertex distribution
- Boundary Type
 - Ocean
 - Coastline
 - etc
- Boundary Condition (model dependent)

Polygon Attributes

- Mesh Generation Type
- Bathymetry Source
- Material Type
- Arc Distribution
- Mesh Preview

